

FIG. 1A

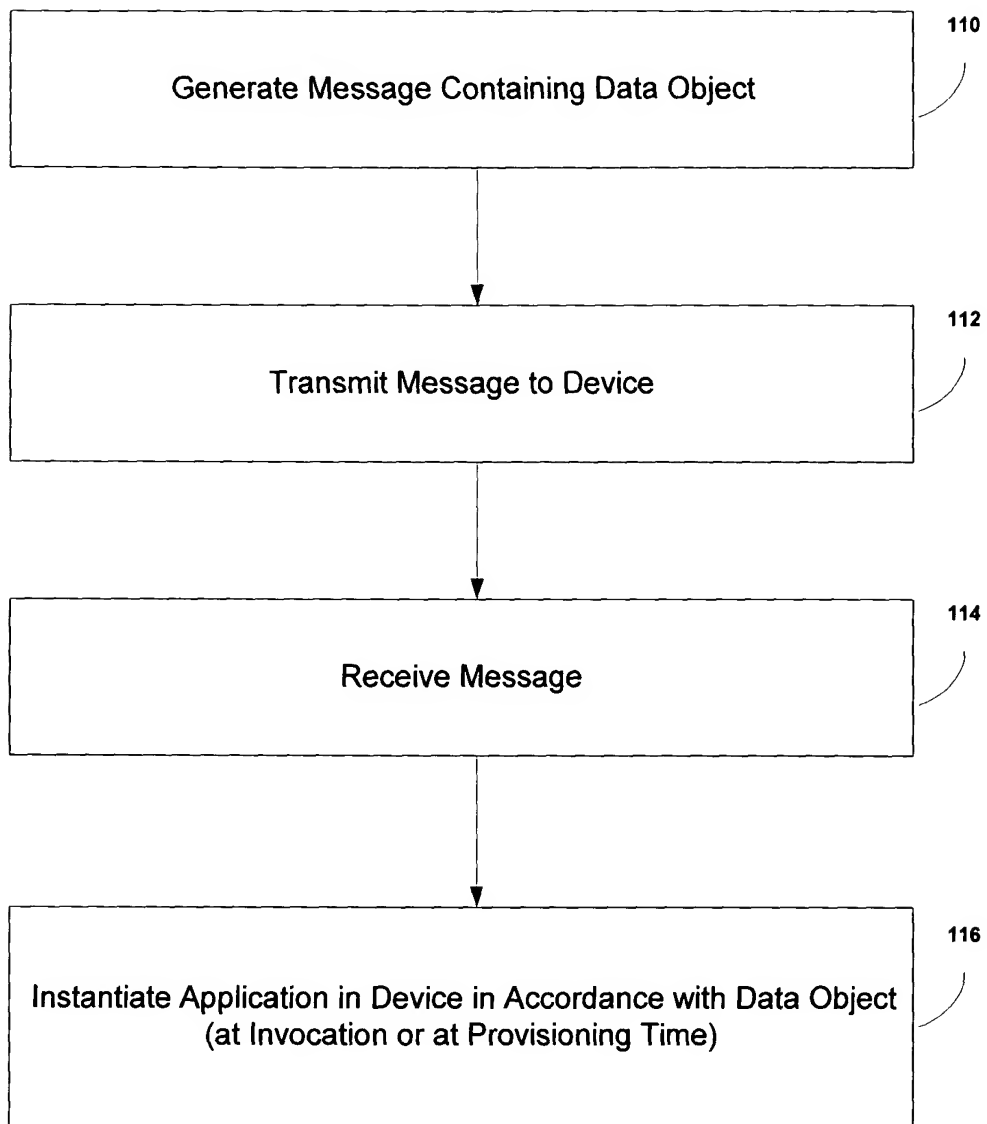


FIG. 1B

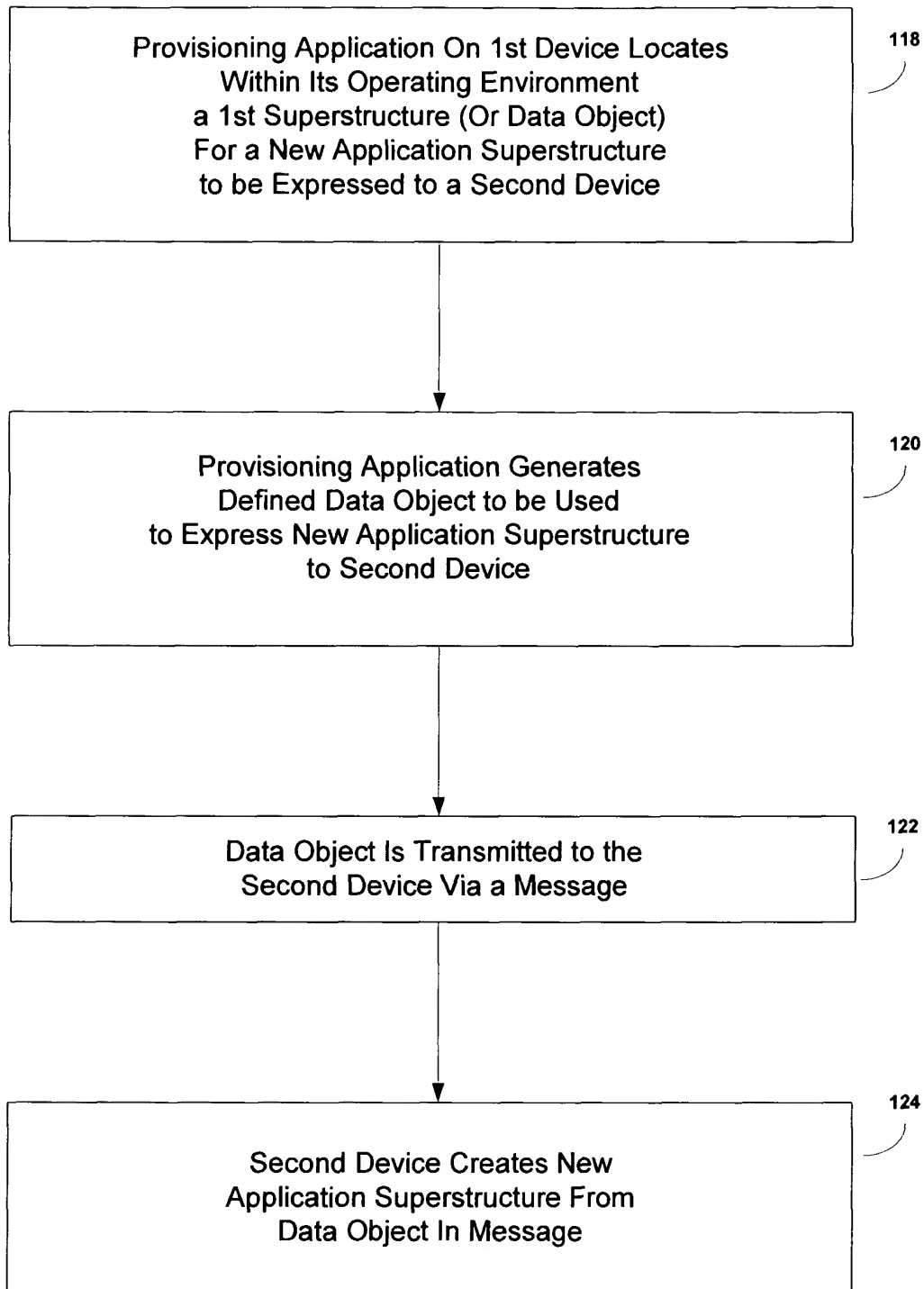


FIG. 1C

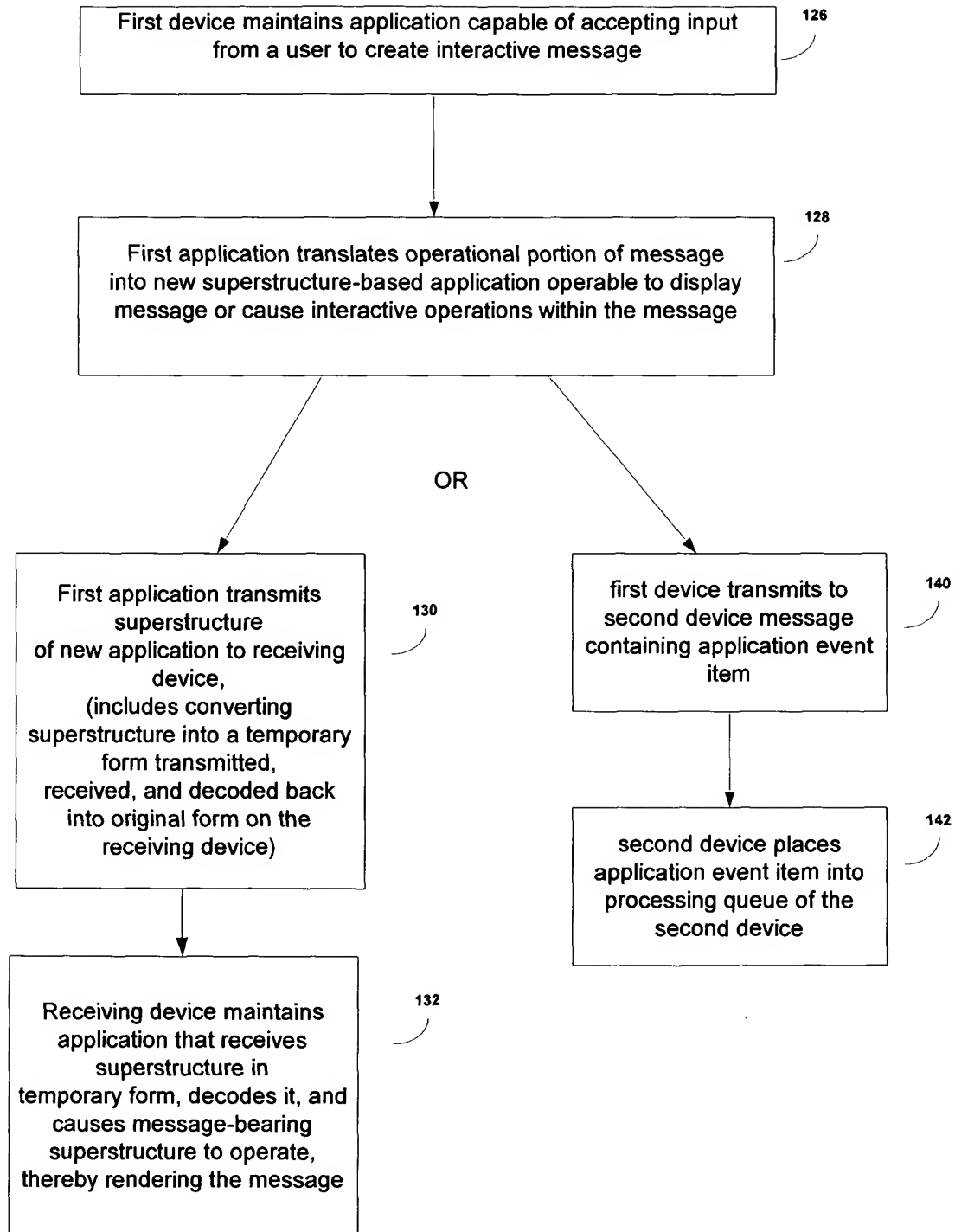


FIG. 1D

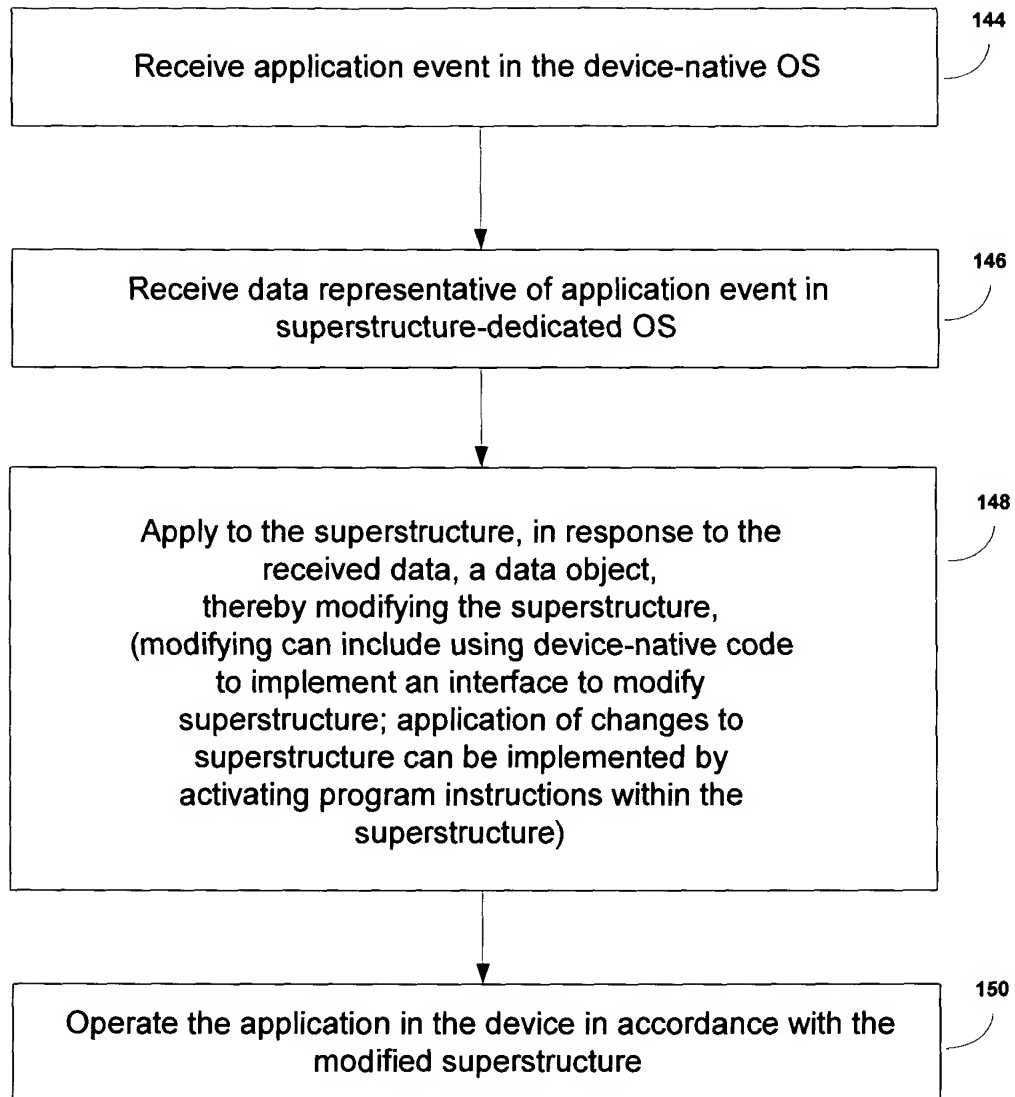


FIG. 1E

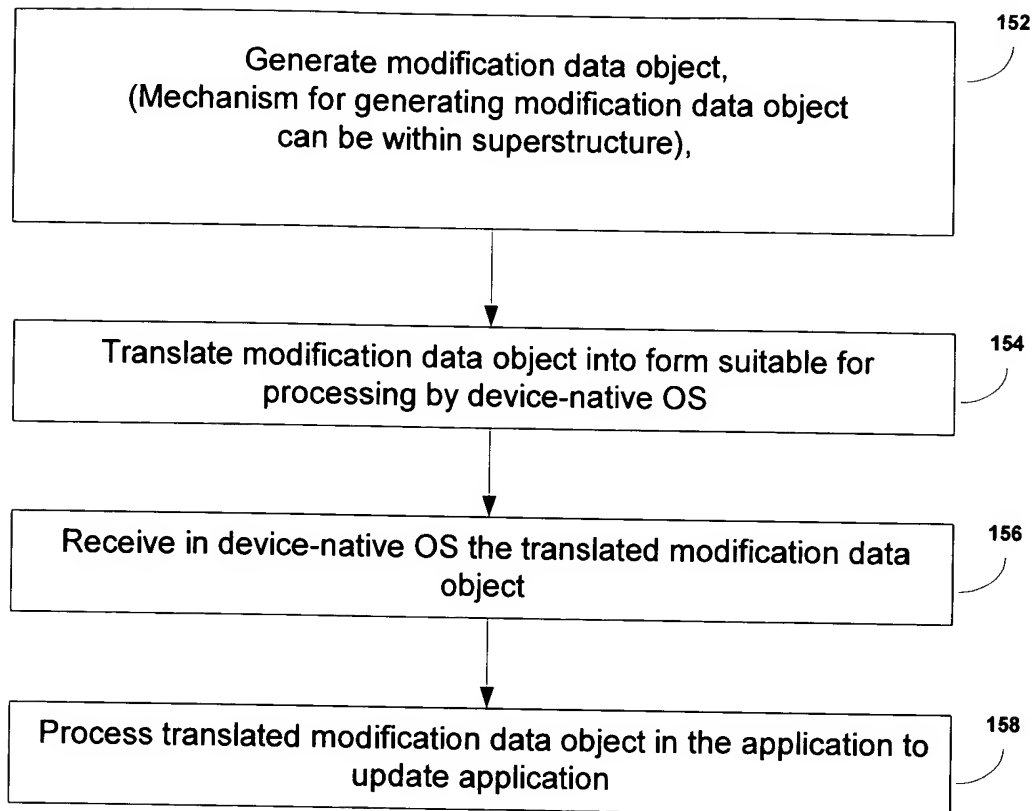


FIG. 1F

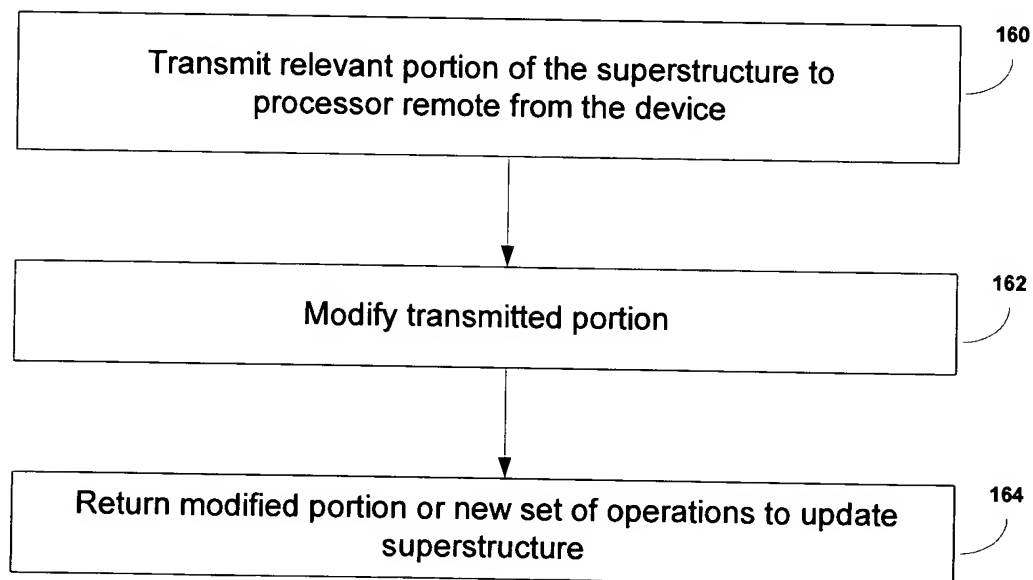


FIG. 1G

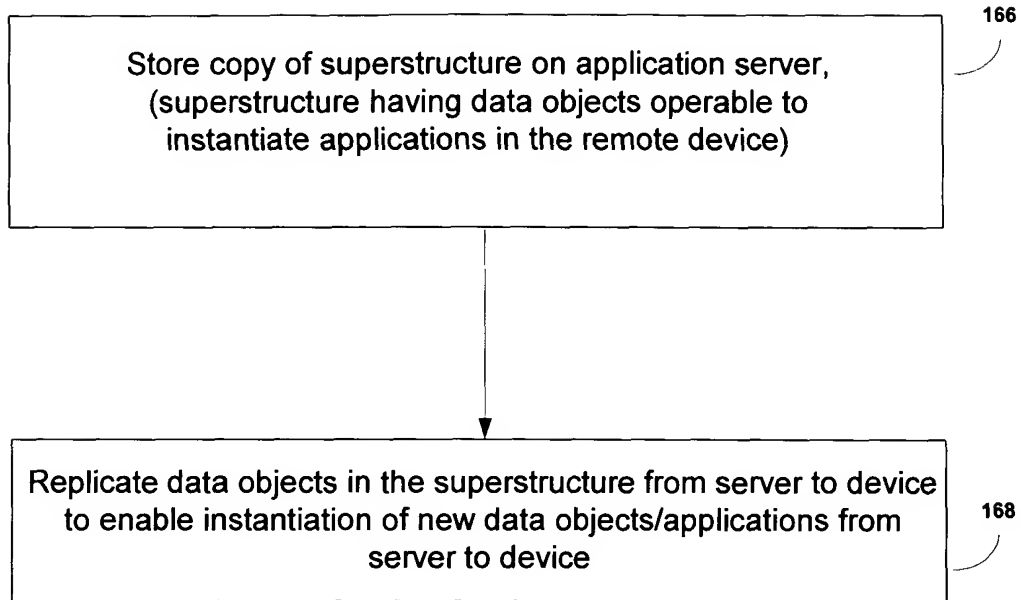


FIG. 1H

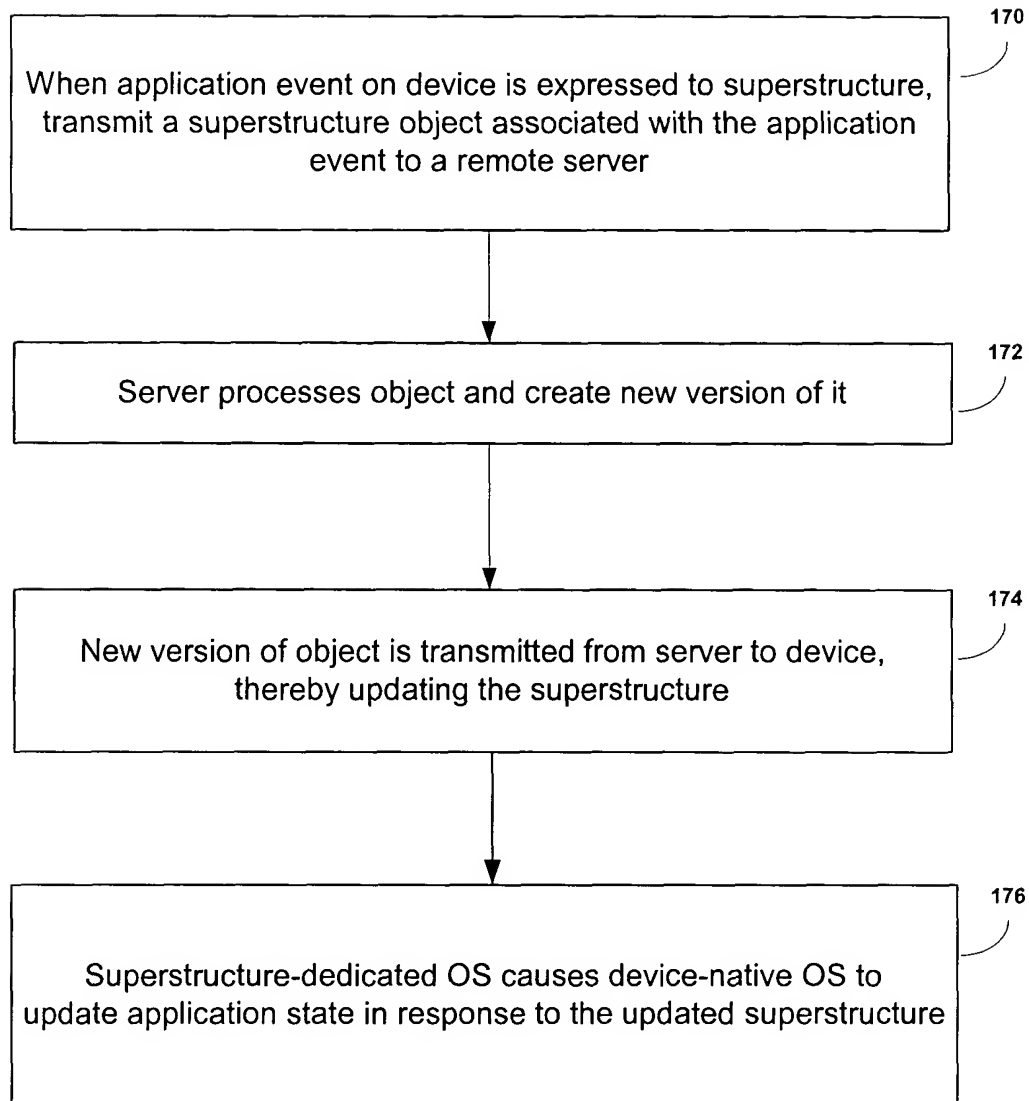


FIG. 11

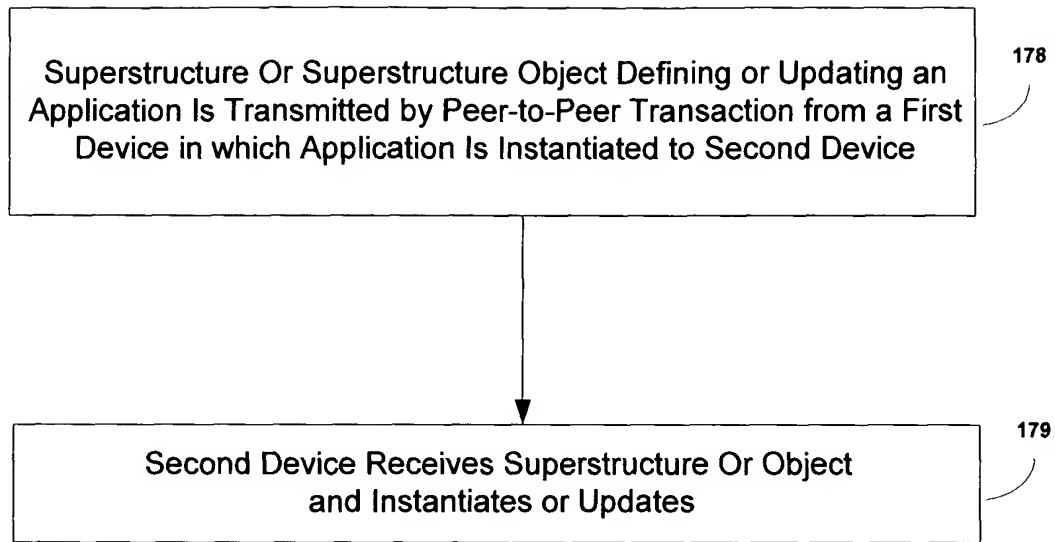


FIG. 1J

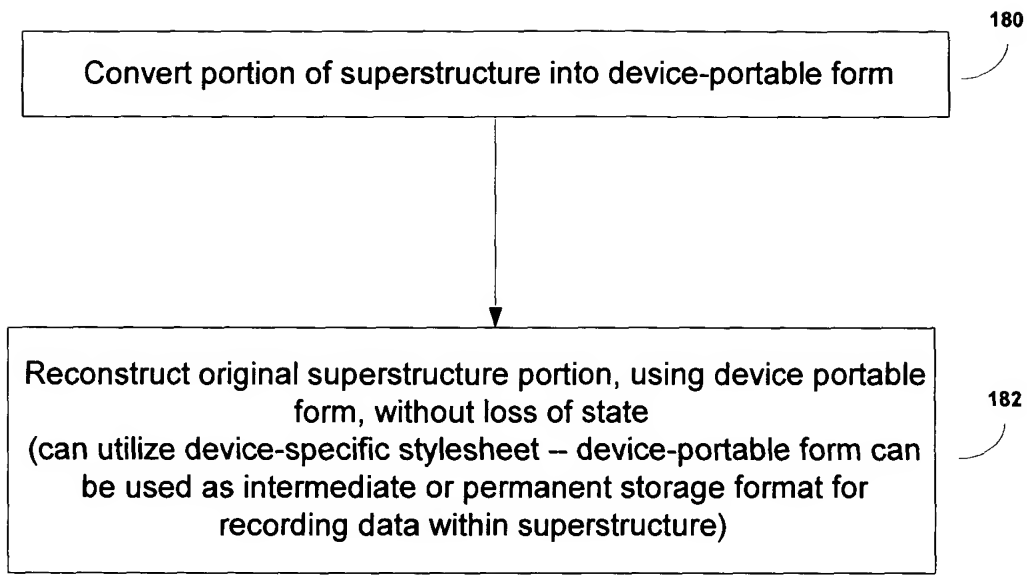


FIG. 1K

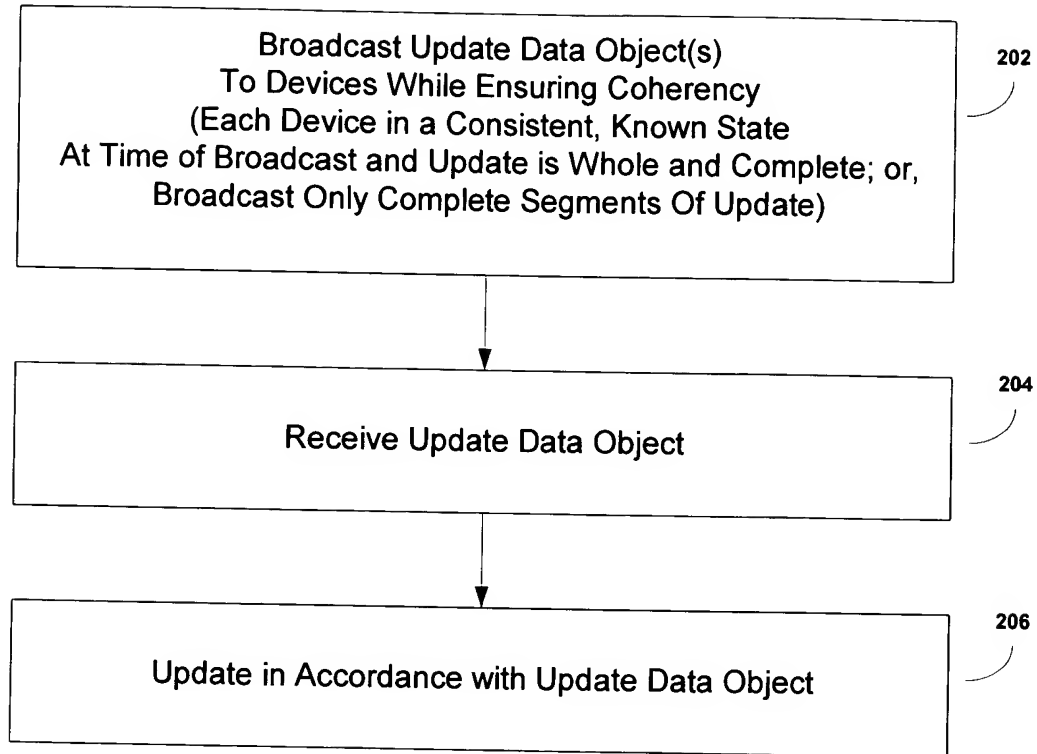


FIG. 2

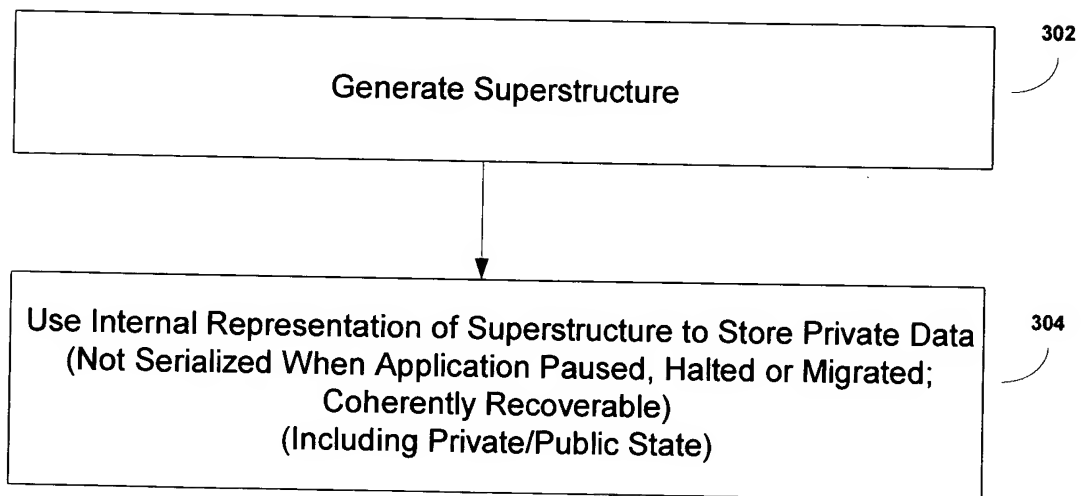


FIG. 3

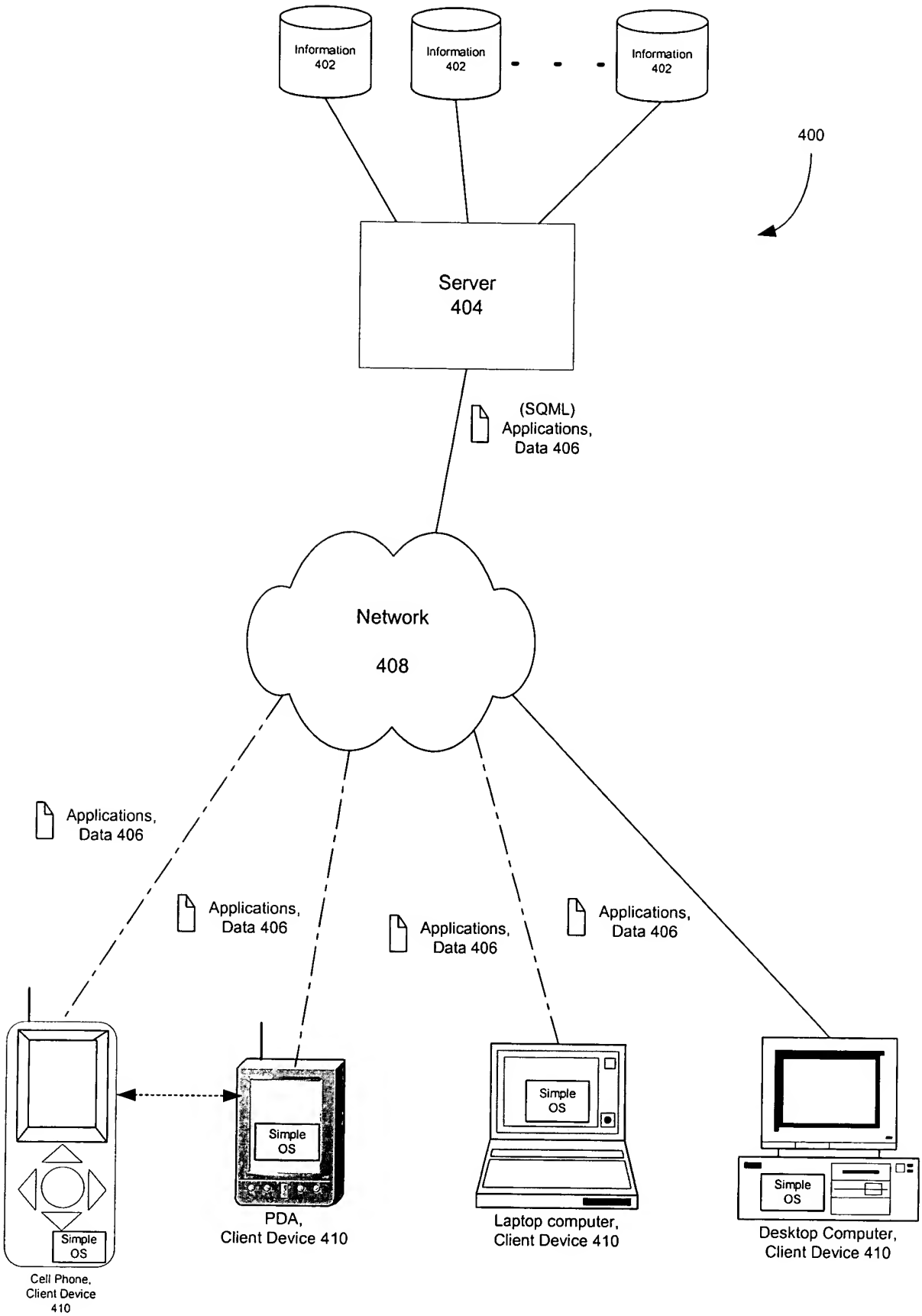


FIG. 4

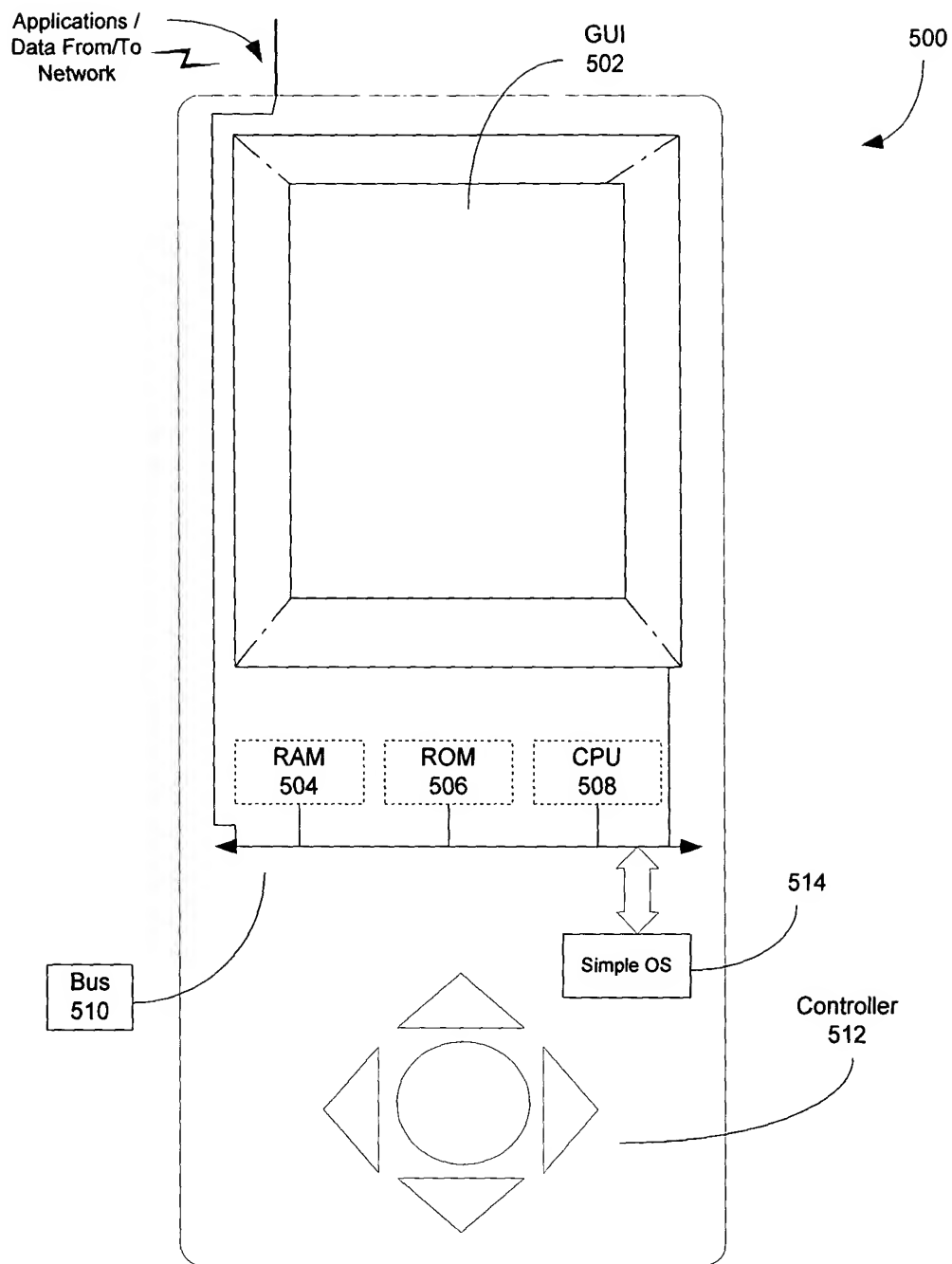


FIG. 5

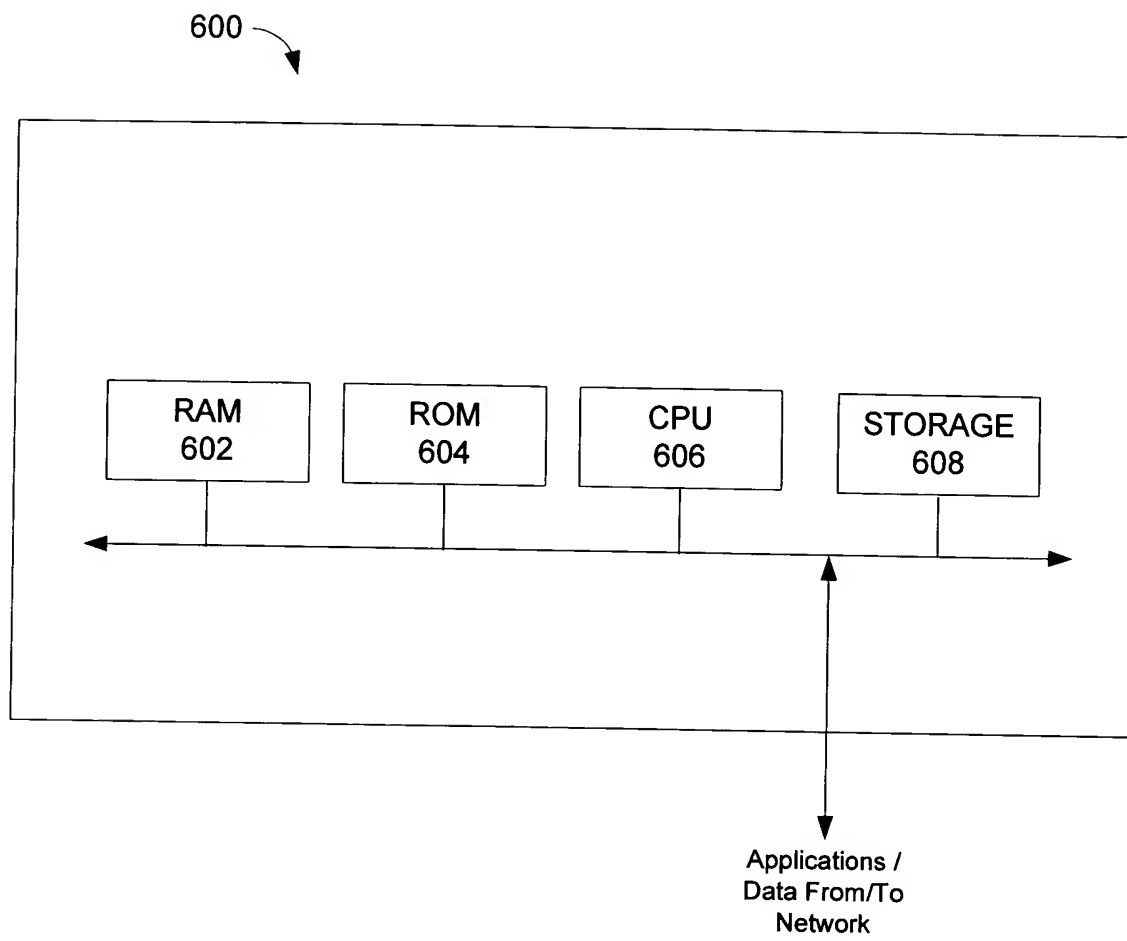


FIG. 6

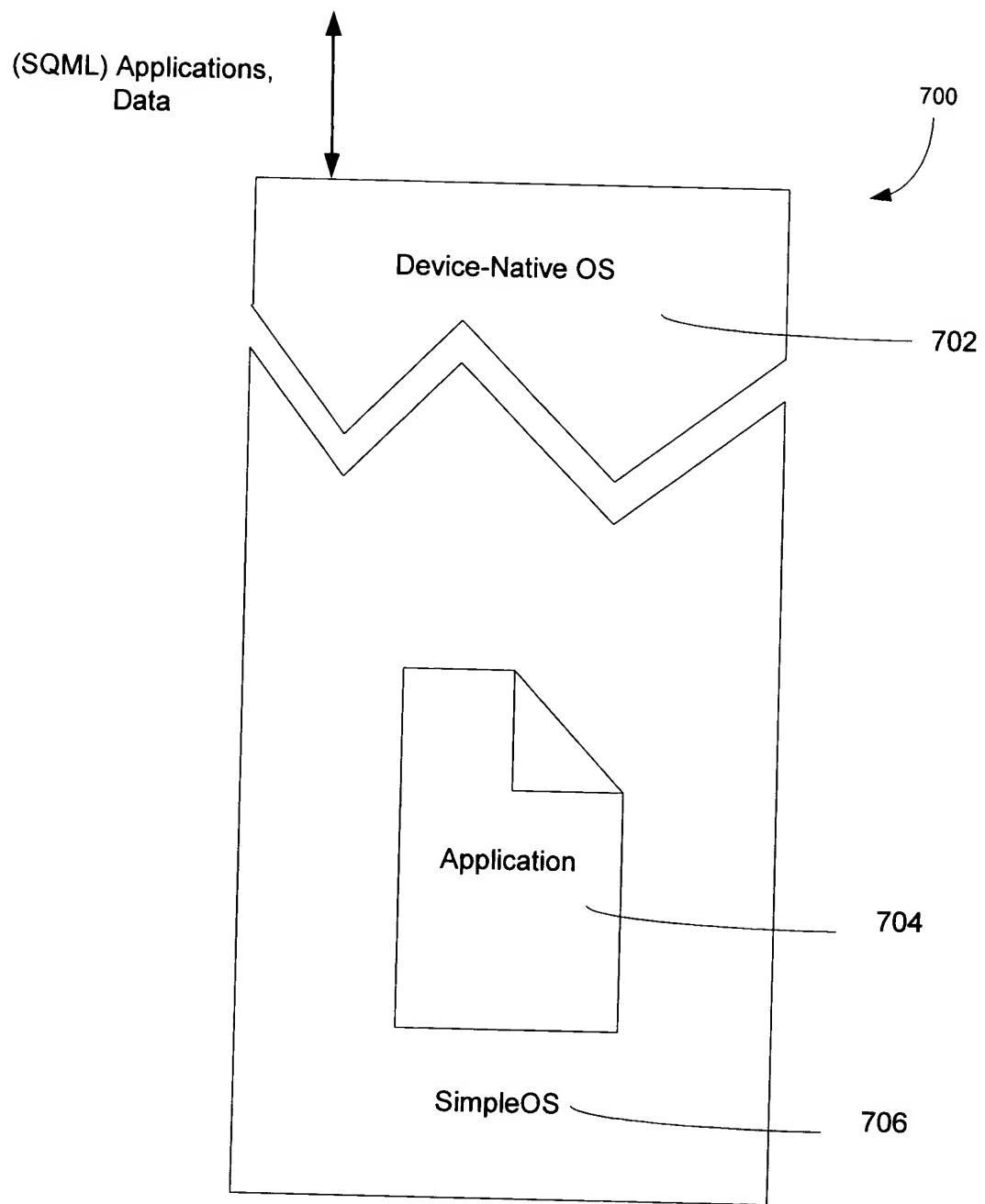


FIG. 7

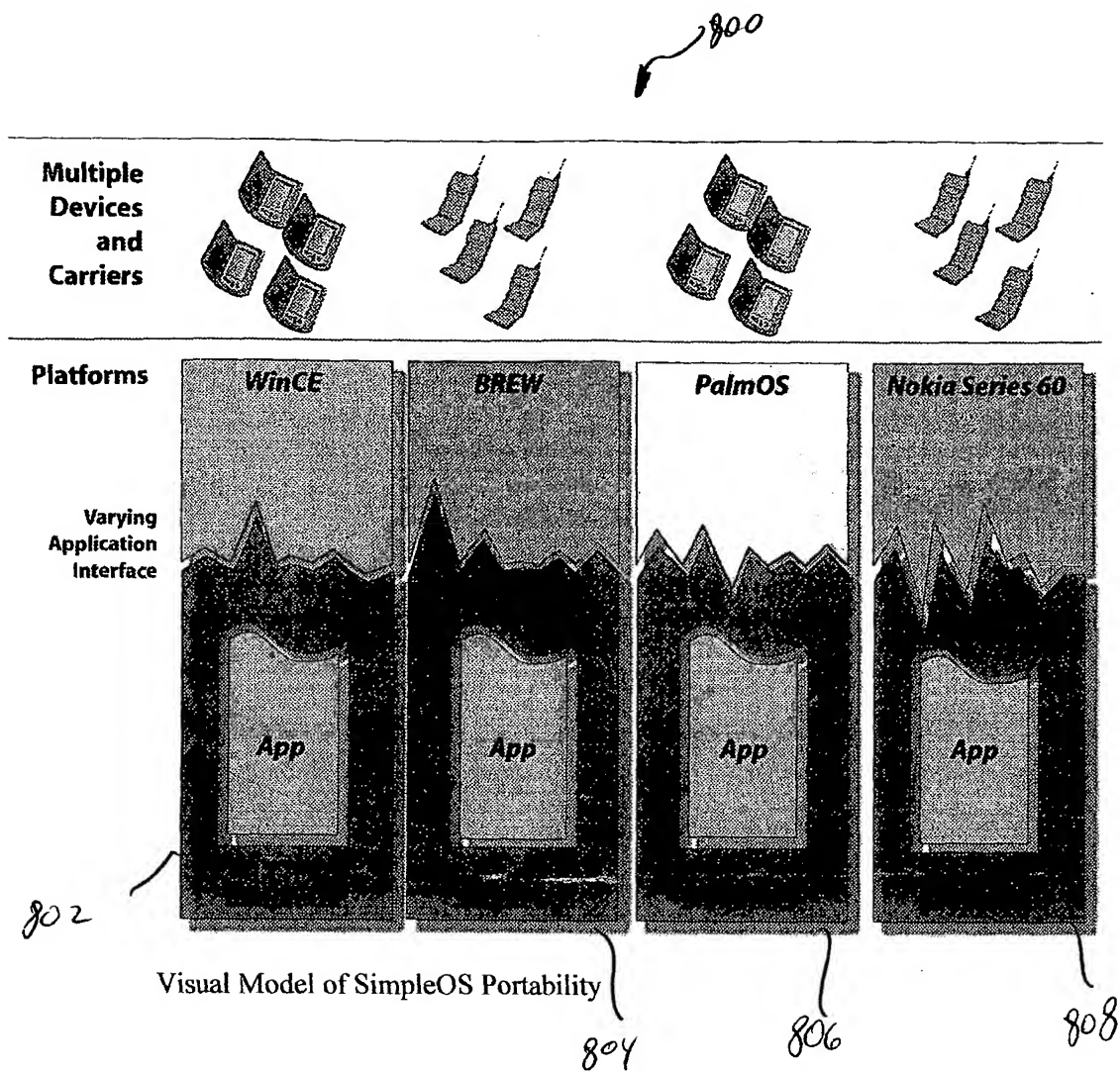
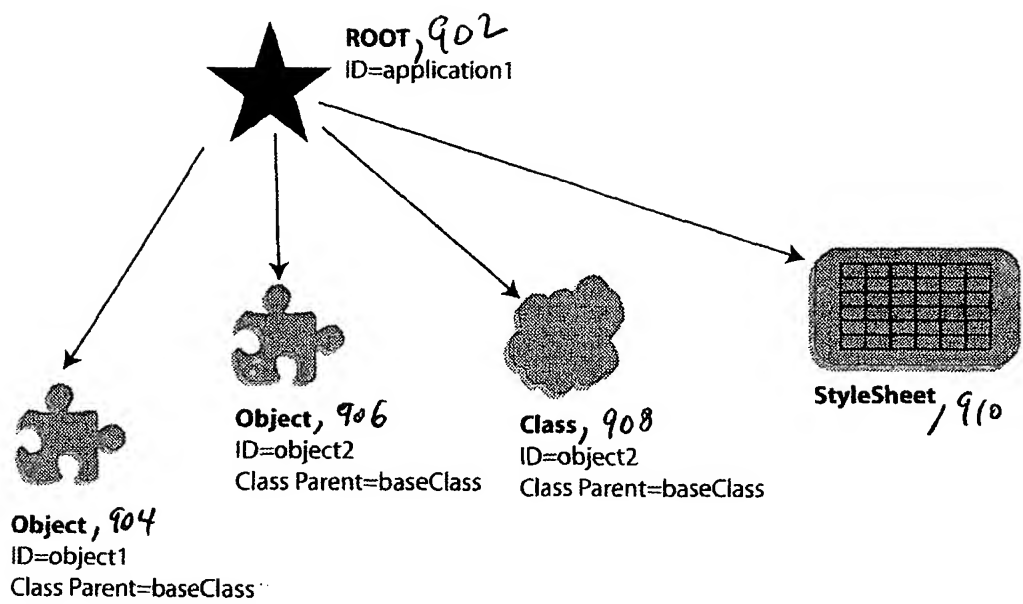


FIG. 8

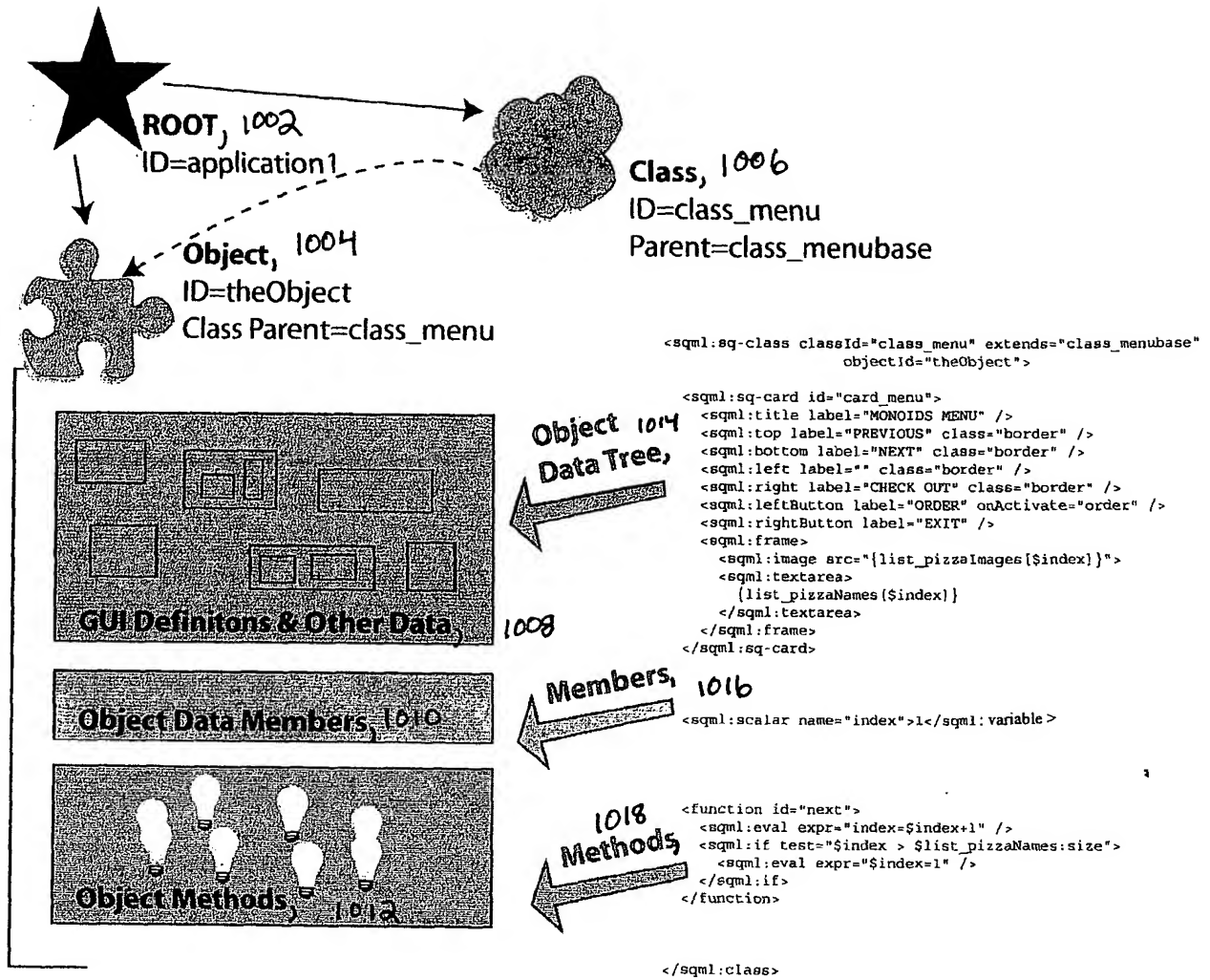
900



Basic Diagram of the Superstructure

Fig 9

1000



Organization of an Object

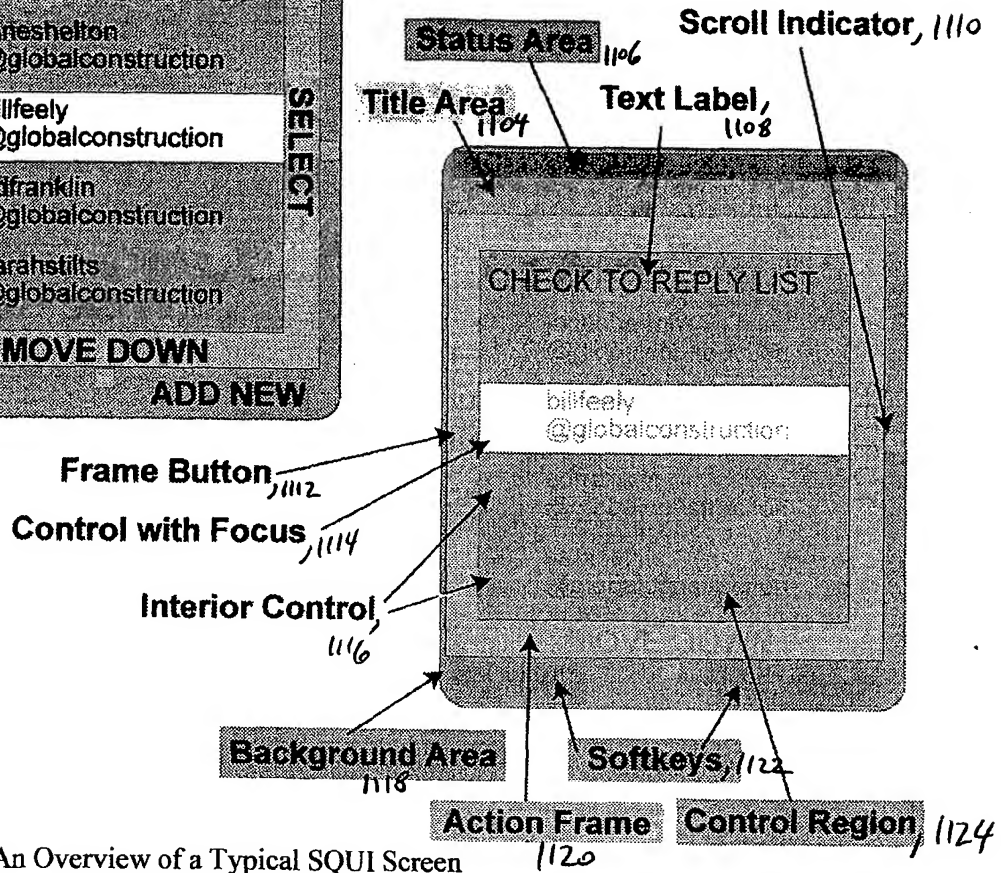
FIG. 10

1100

Screen Image, 1102



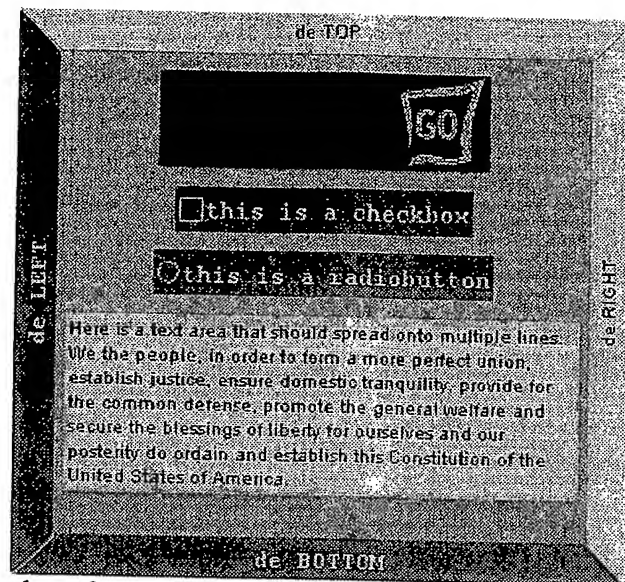
Conceptual Breakdown



- An Overview of a Typical SQUI Screen

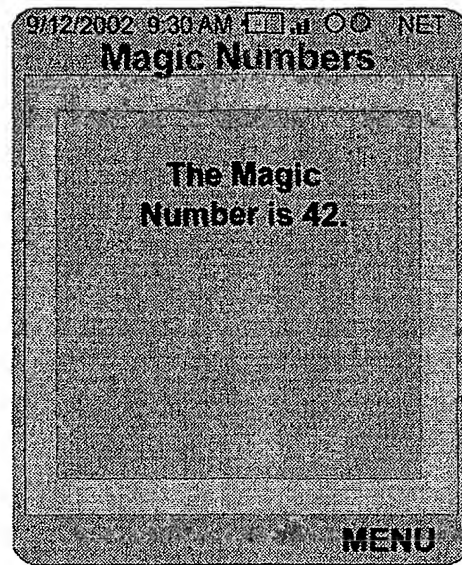
FIG-11

1200



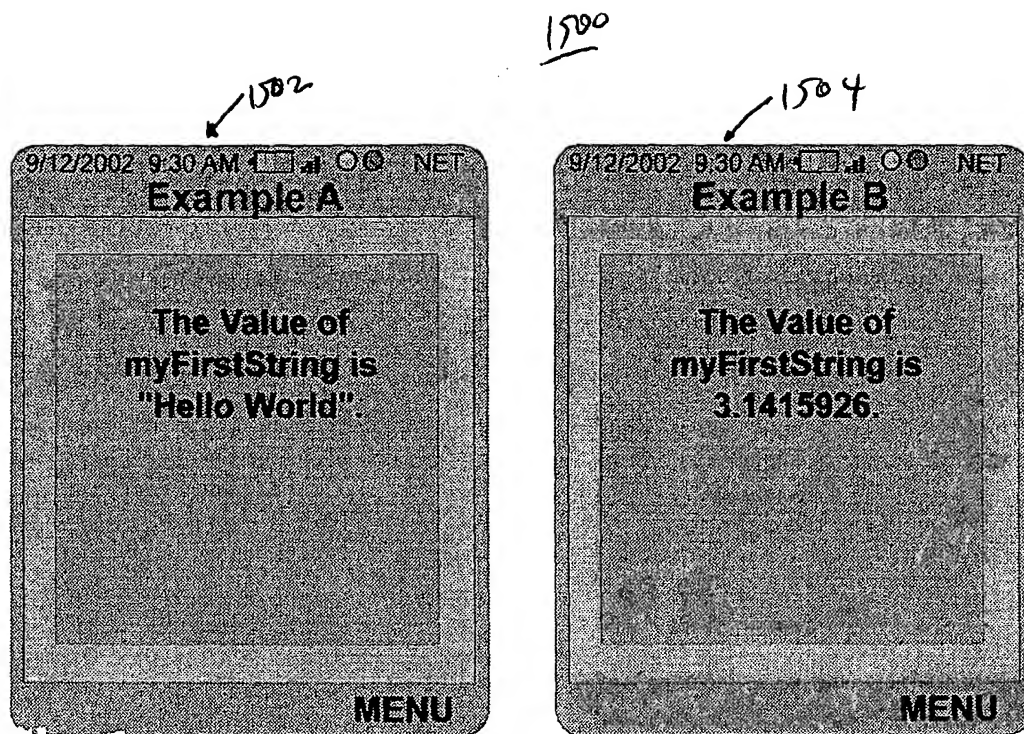
Screenshot of an Example Static Application

FIG-12



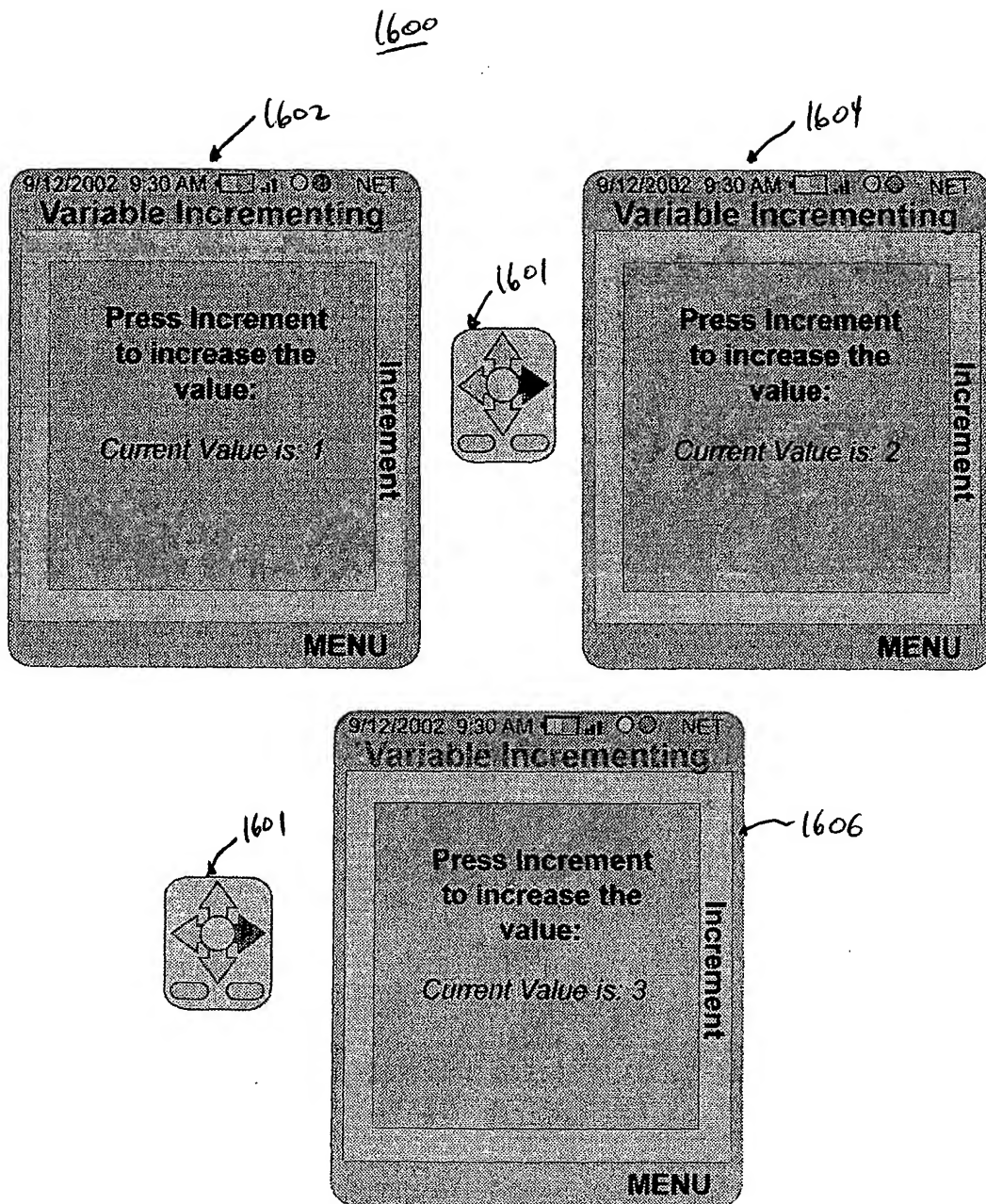
· Screenshot: Expression Interpolation

FIG. 14



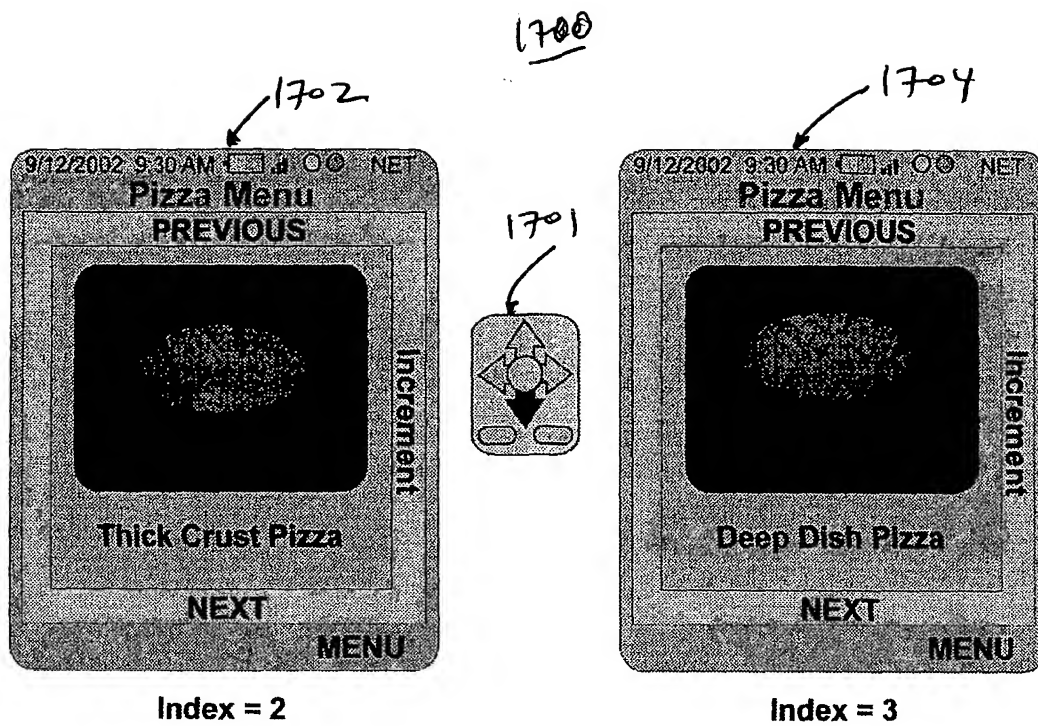
· Screenshot: Objects with Variables

FIG. 15



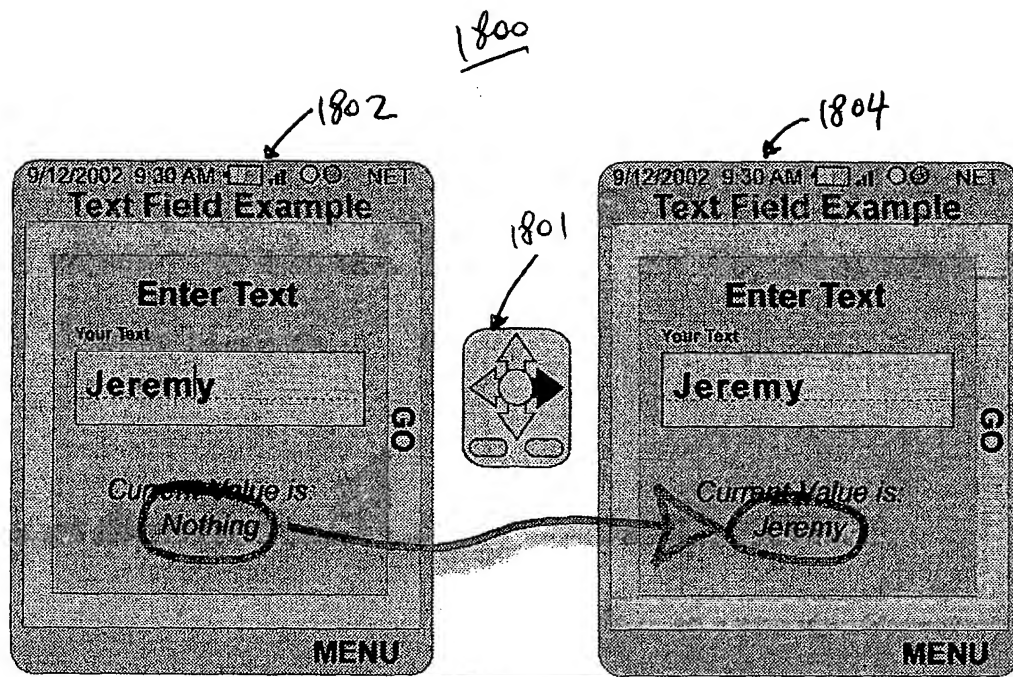
Screenshot: Variable Incrementing

FIG. 16



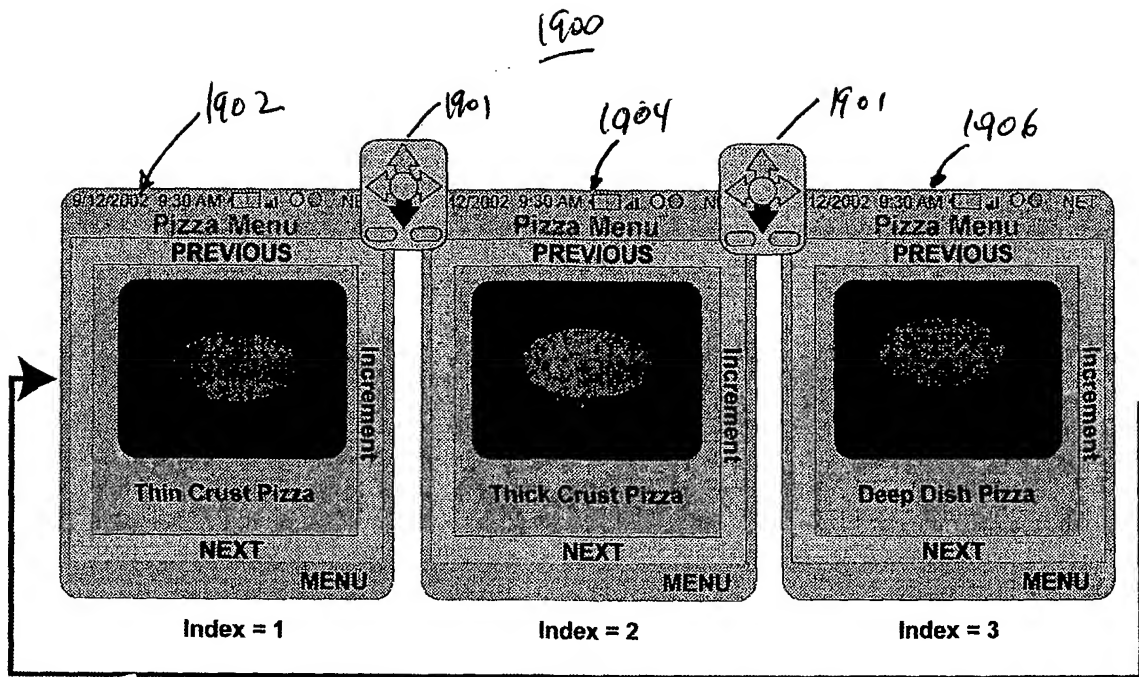
- Screenshot: Pizza Ordering Version 1.0

FIG. 17



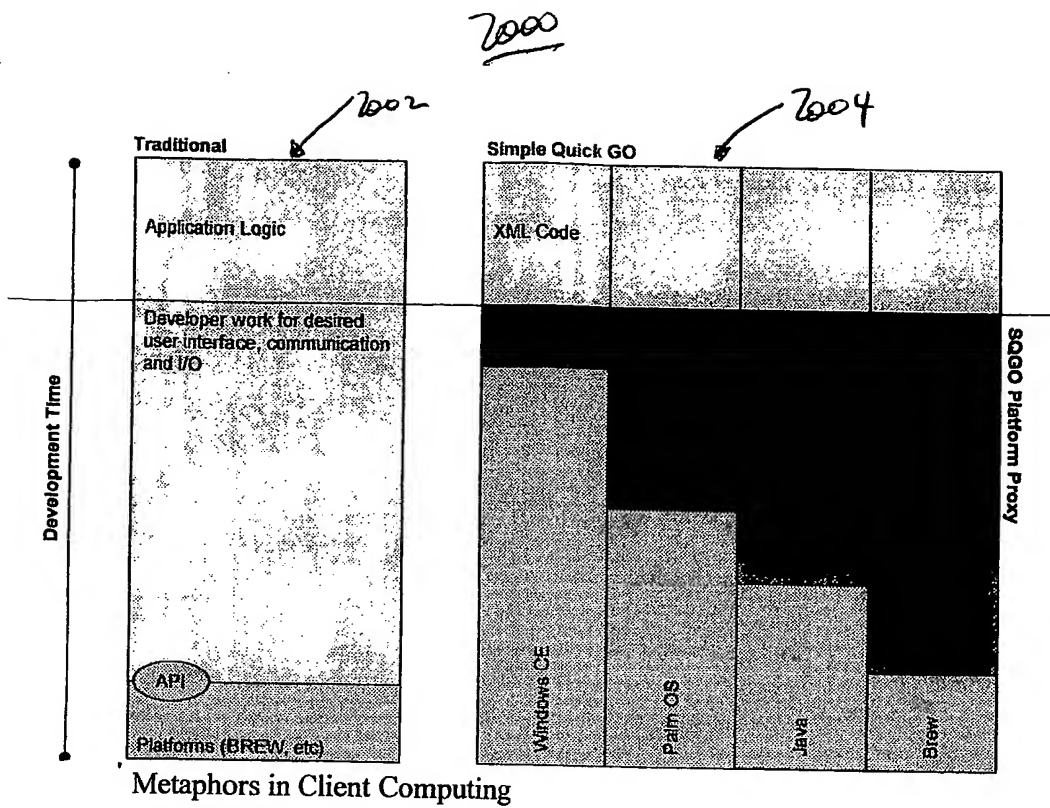
Screenshot: Text Field Extraction

FIG-18



Screenshot: Pizza Ordering Revisited

FIG. 19



Metaphors in Client Computing

FIG. 20

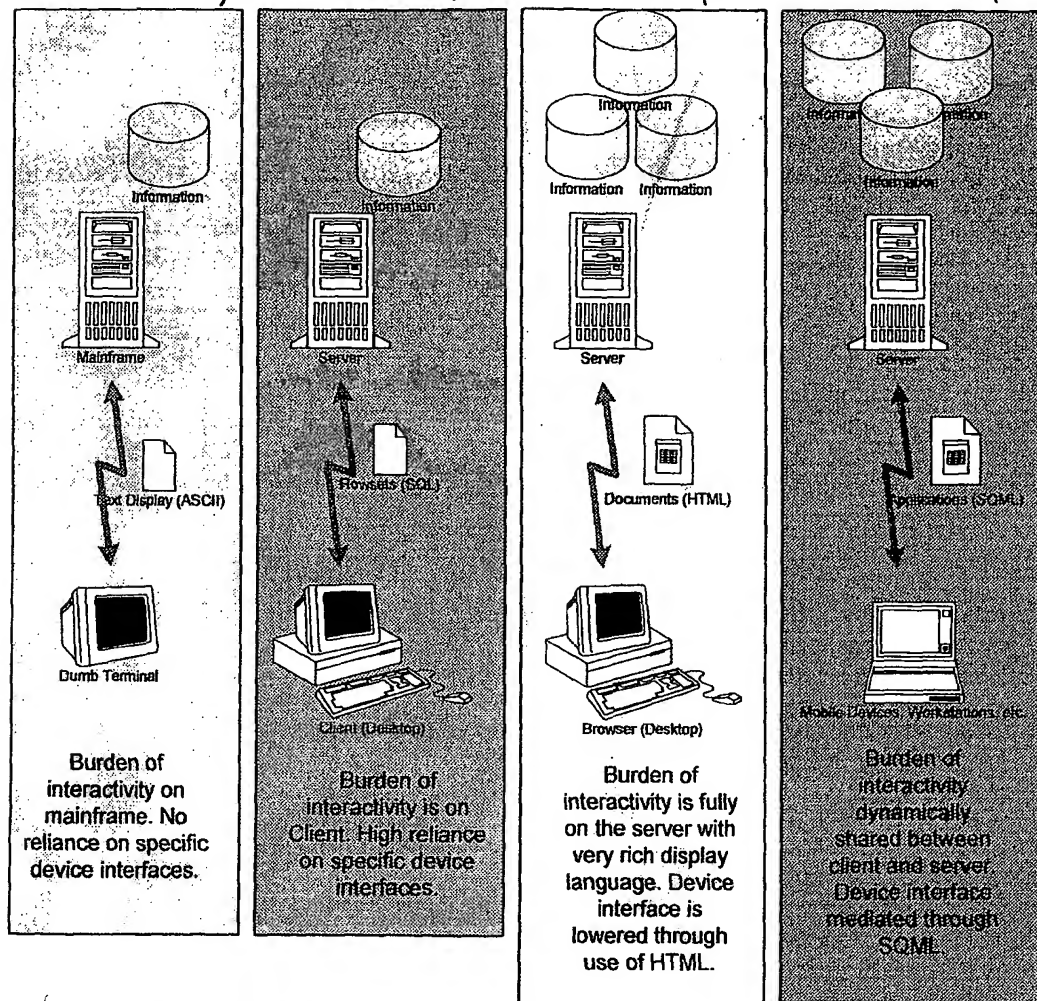
2600

Mainframe Paradigm, 2102

Client/Server, 2104

Web Services, 2106

Simple Quick Go, 2108



Various Client/Computing Models

FIG. 21